

Tyson Gallus
Character Name
Human

7
Level

Ranger
Class

Paragon Path

Epic Destiny

12,999
Total XP

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

| INITIATIVE | | | |
|------------|-----|---------|------|
| SCORE | DEX | 1/2 LVL | MISC |
| 4 | 1 | 3 | |

CONDITIONAL MODIFIERS

| ABILITY SCORES | | | |
|----------------|---------------------|----------|---------------|
| SCORE | ABILITY | ABIL MOD | MOD + 1/2 LVL |
| 21 | STR Strength | 5 | 8 |
| 11 | CON Constitution | 0 | 3 |
| 13 | DEX Dexterity | 1 | 4 |
| 10 | INT Intelligence | 0 | 3 |
| 13 | WIS Wisdom | 1 | 4 |
| 8 | CHA Charisma | -1 | 2 |

| HIT POINTS | | | |
|------------|---------|-------------------------------|------------|
| MAX HP | BLOODED | HEALING SURGES SURGE VALUE | SURGES/DAY |
| 58 | 29 | 14 | 6 |

1/2 HP

1/4 HP

CURRENT HIT POINTS

CURRENT SURGE USES

| SECOND WIND 1/ENCOUNTER | | USED |
|-------------------------|--|--------------------------|
| | | <input type="checkbox"/> |

TEMPORARY HIT POINTS

| DEATH SAVING THROW FAILURES | |
|-----------------------------|--------------------------|
| | <input type="checkbox"/> |

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

| SKILLS | | | | | | |
|--------|---------------|-----|-----------------------|--------------|------------------|------|
| BONUS | SKILL NAME | | ABIL MOD + 1/2 LVL | TRND (+5) | ARMOR PENALTY | MISC |
| 9 | Acrobatics | DEX | 4 | 5 | n/a | 0 |
| 3 | Arcana | INT | 3 | 0 | n/a | 0 |
| 13 | Athletics | STR | 8 | 5 | n/a | 0 |
| 2 | Bluff | CHA | 2 | 0 | n/a | 0 |
| 2 | Diplomacy | CHA | 2 | 0 | n/a | 0 |
| 9 | Dungeoneering | WIS | 4 | 5 | n/a | 0 |
| 8 | Endurance | CON | 3 | 5 | n/a | 0 |
| 9 | Heal | WIS | 4 | 5 | n/a | 0 |
| 3 | History | INT | 3 | 0 | n/a | 0 |
| 9 | Insight | WIS | 4 | 5 | n/a | 0 |
| 2 | Intimidate | CHA | 2 | 0 | n/a | 0 |
| 9 | Nature | WIS | 4 | 5 | n/a | 0 |
| 9 | Perception | WIS | 4 | 5 | n/a | 0 |
| 3 | Religion | INT | 3 | 0 | n/a | 0 |
| 4 | Stealth | DEX | 4 | 0 | n/a | 0 |
| 2 | Streetwise | CHA | 2 | 0 | n/a | 0 |
| 4 | Thievery | DEX | 4 | 0 | n/a | 0 |

Tyson Gallus

| DEFENSES | | | | | | | | | |
|----------|---------|-----------------|----------------|-------|------|-----|------|------|--|
| SCORE | DEFENSE | 10 + 1/2 LVL | ARMOR/ ABIL | CLASS | FEAT | ENH | MISC | MISC | |
| 16 | AC | 13 | 3 | | | | | | |

CONDITIONAL BONUSES

| DEFENSES | | | | | | | | | |
|----------|---------|-----------------|------|-------|------|-----|------|------|--|
| SCORE | DEFENSE | 10 + 1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC | |
| 20 | FORT | 13 | 5 | 1 | | | 1 | | |

CONDITIONAL BONUSES

| DEFENSES | | | | | | | | | |
|----------|---------|-----------------|------|-------|------|-----|------|------|--|
| SCORE | DEFENSE | 10 + 1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC | |
| 16 | REF | 13 | 1 | 1 | | | 1 | | |

CONDITIONAL BONUSES

| DEFENSES | | | | | | | | | |
|----------|---------|-----------------|------|-------|------|-----|------|------|--|
| SCORE | DEFENSE | 10 + 1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC | |
| 15 | WILL | 13 | 1 | | | | 1 | | |

CONDITIONAL BONUSES

| ACTION POINTS | | |
|---------------|------------|---------------|
| | MILESTONES | ACTION POINTS |
| | 0 | 1 |
| | 1 | 2 |
| | 2 | 3 |

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

| RACE FEATURES | |
|------------------------------|---|
| Bonus Feat | - Gain extra feat at 1st level |
| Bonus Skill | - Gain training in one additional class skill |
| Human Defense Bonuses | - +1 to Fortitude, Reflex, and Will |
| Human Power Selection | - Choose an option for your human character. |
| Bonus At-Will Power | - Gain extra 1st-level at-will attack power from your class |

| CLASS / PATH / DESTINY FEATURES | |
|---------------------------------|--|
| Unarmed Combatant | - Gain Monk Unarmed Strike +3 attack, 1d8 damage |
| Fighting Style | - Choose Archer Fighting Style, Two-Blade Fighting Style, Beast Mastery, Marauder Fighting Style, Hunter Fighting Style. |
| Two-Blade Fighting Style | - Wield one-handed weapon as off-hand weapon; gain Toughness as a bonus feat. |
| Hunter's Quarry | - Minor action, designate nearest enemy you see as quarry; deal extra damage to quarry once per round. |
| Running Attack | - +1 to attack rolls after moving 2+ squares with standard action attack allowing movement |

| LANGUAGES KNOWN | |
|-----------------|--|
| Common, Elven | |

| MOVEMENT | | | | |
|----------|-----------------|-------|------|------|
| SCORE | BASE | ARMOR | ITEM | MISC |
| 6 | Speed (Squares) | 6 | | |

SPECIAL MOVEMENT

| SENSES | | | | |
|--------|--------------------|------|-------------|---|
| SCORE | PASSIVE SENSE | BASE | SKILL BONUS | |
| 19 | Passive Insight | 10 | + | 9 |
| 19 | Passive Perception | 10 | + | 9 |






SPECIAL SENSES






| ATTACK WORKSPACE | | | | | | | | | |
|--|---------|------|-------|------|------|-----|------|--|--|
| ABILITY: Melee Basic Attack - Rain of Hammers Ki Focused | | | | | | | | | |
| ATT BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC | | |
| + 12 | 3 | 5 | | 3 | | 1 | | | |
| ABILITY: Melee Basic Attack - Monk Unarmed Strike | | | | | | | | | |
| ATT BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC | | |
| + 11 | 3 | 5 | | 3 | | | | | |






| DAMAGE WORKSPACE | | | | | | |
|--|------|------|-----|------|------|--|
| ABILITY: Melee Basic Attack - Rain of Hammers Ki Focused | | | | | | |
| DAMAGE | ABIL | FEAT | ENH | MISC | MISC | |
| 1d10+8 | 5 | | 1 | 2 | | |
| ABILITY: Melee Basic Attack - Monk Unarmed Strike | | | | | | |
| DAMAGE | ABIL | FEAT | ENH | MISC | MISC | |
| 1d10+7 | 5 | | | 2 | | |




| BASIC ATTACKS | | | |
|---------------|---------|----------------------------|--------|
| ATTACK | DEFENSE | WEAPON OR POWER | DAMAGE |
| 12 | vs AC | Rain of Hammers Ki Focused | 1d10+8 |
| 11 | vs AC | Monk Unarmed Strike | 1d10+7 |
| 8 | vs AC | Unarmed (Melee) | 1d4+7 |
| 4 | vs AC | Unarmed (Range) | 1d4+1 |






| FEATS | |
|-------------------------------------|--|
| Master of the Fist | - Monk: Athletics or Acrobatics training. |
| Unarmed Combantant feature | |
| Toughness | - Gain 5/10/15 (by tier) additional hit points |
| Improved Monk Unarmed Strike | - Damage die of your monk unarmed strike improves to 1d10 |
| Monastic Disciple | - Monk: Skill training; one Flurry of Blows power 1/encounter |
| Prime Strike | - +1 to melee attacks against target when no others within 3 sq. of it |
| Lethal Hunter | - Hunter's Quarry damage dice increase to d8s |






| Twin Strike | | |
|--|---|------------------------|
| KEYWORDS Martial, Weapon | | USED |
| Standard | *   | Melee or Ranged weapon |
| ACTION |   | RANGE |
| 12 | vs | AC |
| ATTACK | DEFENSE | TARGET |
| Requirement: You must be wielding two melee weapons or a ranged weapon. Attack: Strength vs. AC (melee; main weapon and off-hand weapon) or Dexterity vs. AC (ranged), two attacks Hit: 1[W] damage per attack. Increase damage to 2[W] at 21st level. | | |
| Rain of Hammers Ki Focused Monk Unarmed Strike +1: +12 attack, 1d10+1 damage | | |
| ADDITIONAL EFFECTS +1d8 to damage once per round (Hunter's Quarry) | | |
| CLASS Ranger | LEVEL 1 | BOOK <i>PH</i> |
| AT-WILL POWER  | | |






| Stone Fist Flurry of Blows | | |
|---|---|-----------------|
| KEYWORDS Psionic | | USED |
| No Action | *   | Melee 1 |
| ACTION |   | RANGE |
| | vs | One creature |
| ATTACK | DEFENSE | TARGET |
| Trigger: You hit with an attack during your turn Effect: The target takes damage equal to 3 + your Strength modifier (+5). If the target wasn't targeted by the triggering attack, the damage increases by 2 (4 at 11th level and 6 at 21st level). Special: You can use this power only once per round. | | |
| ADDITIONAL EFFECTS | | |
| CLASS Monk | LEVEL | BOOK <i>PH3</i> |
| ENCOUNTER POWER  | | |






| Scything Blow | | |
|---|---|-----------------|
| KEYWORDS Martial, Weapon | | USED |
| Standard | *   | Melee weapon |
| ACTION |   | RANGE |
| 12 | vs | AC |
| ATTACK | DEFENSE | TARGET |
| Effect: Before the attack, you shift 2 squares. Attack: Strength or Dexterity vs. AC Hit: 1[W] damage, and you knock the target prone. Miss: Half damage. Effect: Make a secondary attack against each target. Secondary Attack: Strength or Dexterity vs. AC Hit: 1[W] damage. Miss: Half damage. | | |
| Rain of Hammers Ki Focused Monk Unarmed Strike +1: +12 attack, 1d10+1 damage Monk Unarmed Strike: +11 attack, 1d10+0 damage | | |
| ADDITIONAL EFFECTS +1d8 to damage once per round (Hunter's Quarry) | | |
| CLASS Ranger | LEVEL 1 | BOOK <i>MP2</i> |
| DAILY POWER  | | |






| Shield of Blades | | |
|--|---|------------------|
| KEYWORDS Martial, Weapon | | USED |
| Standard | *   | Melee weapon |
| ACTION |   | RANGE |
| 12 | vs | AC |
| ATTACK | DEFENSE | TARGET |
| Requirement: You must be wielding two melee weapons. Attack: Strength vs. AC Hit: 1[W] + Strength modifier (+5) damage, and you gain a +2 power bonus to AC until the end of your next turn. Level 21: 2[W] + Strength modifier (+5) damage. | | |
| Rain of Hammers Ki Focused Monk Unarmed Strike +1: +12 attack, 1d10+6 damage | | |
| ADDITIONAL EFFECTS +1d8 to damage once per round (Hunter's Quarry) | | |
| CLASS Ranger | LEVEL 1 | BOOK <i>PHS2</i> |
| AT-WILL POWER  | | |

| Disruptive Strike | | |
|--|---|------------------------|
| KEYWORDS Martial, Weapon | | USED |
| Imm Interr | *   | Melee or Ranged weapon |
| ACTION |   | RANGE |
| 12 | vs | AC |
| ATTACK | DEFENSE | TARGET |
| Trigger: You or an ally is attacked by a creature Attack: Strength vs. AC (melee) or Dexterity vs. AC (ranged) Hit: 1[W] + Strength modifier (+5) damage (melee) or 1[W] + Dexterity modifier (+1) damage (ranged). The target takes a penalty to its attack roll for the triggering attack equal to 3 + your Wisdom modifier (+1). | | |
| Rain of Hammers Ki Focused Monk Unarmed Strike +1: +12 attack, 1d10+6 damage Monk Unarmed Strike: +11 attack, 1d10+5 damage | | |
| ADDITIONAL EFFECTS +1d8 to damage once per round (Hunter's Quarry) | | |
| CLASS Ranger | LEVEL 3 | BOOK <i>PH</i> |
| ENCOUNTER POWER  | | |





| Frenzied Skirmish | | |
|--|---|----------------|
| KEYWORDS Martial, Weapon | | USED |
| Standard | *   | Melee weapon |
| ACTION |   | RANGE |
| 12 | vs | AC |
| ATTACK | DEFENSE | TARGET |
| Requirement: You must be wielding two melee weapons. Attack: Strength vs. AC (main weapon and off-hand weapon), two attacks Special: Before or after these attacks, you can move your speed without provoking opportunity attacks. Hit: 1[W] + Strength modifier (+5) damage per attack. If an attack hits, the target is dazed until the end of your next turn. If both attacks hit the same target, it is dazed and slowed until the end of your next turn. | | |
| Rain of Hammers Ki Focused Monk Unarmed Strike +1: +12 attack, 1d10+6 damage | | |
| ADDITIONAL EFFECTS +1d8 to damage once per round (Hunter's Quarry) | | |
| CLASS Ranger | LEVEL 5 | BOOK <i>PH</i> |
| DAILY POWER  | | |

| Off-Hand Strike | | |
|--|---|----------------|
| KEYWORDS Martial, Weapon | | USED |
| Minor | *   | Melee weapon |
| ACTION |   | RANGE |
| 12 | vs | AC |
| ATTACK | DEFENSE | TARGET |
| Requirement: You must be wielding two melee weapons. Attack: Strength vs. AC (off-hand weapon) Hit: 1[W] + Strength modifier (+5) damage (off-hand weapon). | | |
| Rain of Hammers Ki Focused Monk Unarmed Strike +1: +12 attack, 1d10+6 damage | | |
| ADDITIONAL EFFECTS +1d8 to damage once per round (Hunter's Quarry) | | |
| CLASS Ranger | LEVEL 1 | BOOK <i>MP</i> |
| ENCOUNTER POWER  | | |

| Lashing Leaves | | |
|---|---|------------------------|
| KEYWORDS Martial, Weapon | | USED |
| Standard | *   | Melee weapon |
| ACTION |   | RANGE |
| 12 | vs | AC |
| ATTACK | DEFENSE | TARGET |
| Requirement: You must be wielding two melee weapons Attack: Strength vs. AC. Make the attack twice, once with your main weapon and once with your off-hand weapon Hit: 1[W] + Strength modifier (+5) damage. Until the end of your next turn, the target takes 2 extra damage whenever it is hit. If both attacks hit, the extra damage equals 1 + your Wisdom modifier (+1) | | |
| Rain of Hammers Ki Focused Monk Unarmed Strike +1: +12 attack, 1d10+6 damage | | |
| ADDITIONAL EFFECTS +1d8 to damage once per round (Hunter's Quarry) | | |
| CLASS Ranger | LEVEL 7 | BOOK <i>Dragon 377</i> |
| ENCOUNTER POWER  | | |

| Second Wind | | |
|---|---|--------------------------------|
| KEYWORDS | | USED |
| Standard |   | Personal |
| ACTION |   | RANGE |
| <input type="checkbox"/> AT-WILL | <input checked="" type="checkbox"/> ENCOUNTER | <input type="checkbox"/> DAILY |
| Effect: Spend a healing surge and gain a +2 bonus to all defenses until the start of your next turn. | | |
| ADDITIONAL EFFECTS | | |
| CLASS | LEVEL * | BOOK <i>PH</i> |
| UTILITY POWER  | | |





Unbalancing Parry

| | | |
|---|---|--------------------------------|
| KEYWORDS Martial, Weapon | | USED |
| Imm React | *   | Melee 1 |
| ACTION |   | RANGE |
| <input type="checkbox"/> AT-WILL | <input checked="" type="checkbox"/> ENCOUNTER | <input type="checkbox"/> DAILY |
| Trigger: An enemy misses you with a melee attack Effect: You slide the enemy three squares into a square adjacent to you and gain combat advantage against it until the end of your next turn. | | |
| ADDITIONAL EFFECTS | | |
| CLASS Ranger | LEVEL 2 | BOOK PH |

UTILITY POWER



Off-Hand Defense

| | | |
|--|---|---|
| KEYWORDS Martial, Stance | | USED |
| Minor |   | Personal |
| ACTION |   | RANGE |
| <input type="checkbox"/> AT-WILL | <input type="checkbox"/> ENCOUNTER | <input checked="" type="checkbox"/> DAILY |
| Effect: Until the stance ends, you gain a +1 power bonus to AC while you are conscious and wielding two melee weapons. If you do not make an off-hand attack during your turn, the bonus is instead +2 until the start of your next turn. | | |
| ADDITIONAL EFFECTS | | |
| CLASS Ranger | LEVEL 6 | BOOK MP2 |

UTILITY POWER



Rain of Hammers Ki Focus +1

| | | | |
|---|------------------------------------|---|-------------|
| | | | |
| DAMAGE | PROFICIENT | GROUP | RANGE |
| +1 attack rolls and damage rolls | | 3 | +1d6 damage |
| ENHANCEMENT | | LEVEL | CRITICAL |
| PROPERTIES | | | |
| Whenever you reduce an enemy to 0 hit points or fewer, one enemy adjacent to you takes damage equal to 2 + this focus's enhancement bonus damage. | | | |
| <input type="checkbox"/> AT-WILL | <input type="checkbox"/> ENCOUNTER | <input checked="" type="checkbox"/> DAILY | |
| POWER | | | |
| Requirement: Must be able to use Ki Focuses as an implement. | | | |
| Rarity: Uncommon | | | |
| Power (Daily): Minor Action. Make an at-will attack against an enemy that you already hit with an attack during this turn. | | | |
| | | | |
| ITEM SLOT | Ki Focus | WEIGHT | 0 |
| PRICE | 680 | BOOK | Dragon 382 |
| MELEE WEAPON | | DUNGEONS & DRAGONS | |

MAGIC WEAPON



Bracers of Mighty Striking (heroic tier)

| | | | |
|--|------------------------------------|----------|--------------------------------|
| | | | 1 |
| AC BONUS | CHECK | SPEED | QUANTITY |
| | | 2 | Arms Slot Item |
| ENHANCEMENT | | LEVEL | TYPE |
| PROPERTIES | | | |
| When you hit with a melee basic attack, you gain a +2 item bonus to the damage roll. | | | |
| <input type="checkbox"/> AT-WILL | <input type="checkbox"/> ENCOUNTER | | <input type="checkbox"/> DAILY |
| POWER | | | |
| Rarity: Common | | | |
| ITEM SLOT | Arms | WEIGHT 0 | PRICE 520 |
| | | BOOK | PH |

MAGIC ITEM

